

Listing of Claims

1 – 63. (Cancelled)

64. (Currently Amended) A method for use with a gaming system, the method comprising:

presenting an invitation on said gaming system allowing a person to join ~~enroll in~~ a cooperative gaming environment ~~group~~;

receiving an acceptance to join said cooperative gaming environment through said invitation on said gaming system;

establishing at least one rule for a cooperative game that can be played by the cooperative gaming environment ~~group~~ after receipt of said acceptance;

presenting the at least one rule to the person on said gaming system allowing the person to accept said at least one rule prior to commencing the cooperative game; and

presenting an option on said gaming system allowing the person to ~~un-enroll~~ withdraw from the cooperative gaming environment ~~group~~ subsequent to presenting the at least one rule to the person and prior to commencing the cooperative game.

65. (Currently Amended) The method of claim 64, further comprising:

determining whether there is at least a minimum number of persons joined ~~enrolled~~ in the cooperative gaming environment ~~group~~; and

allowing the cooperative game to commence if it is determined that the minimum number of persons have joined ~~are enrolled in~~ the cooperative gaming environment ~~group~~.

66. (Previously Presented) The method of claim 64, wherein establishing the at least one rule comprises:

prompting the person to provide rule information; and

establishing the at least one rule based on the rule information.

67. (Previously Presented) The method of claim 64, further comprising allowing the person to specify how much the person wishes to wager during play of the cooperative game.

68. (Currently Amended) The method of claim 64, wherein the establishing of the at least one rule occurring following the allowing of the person to join ~~enroll~~.

69. (Currently Amended) The method of claim 64, wherein the allowing of a person to withdraw ~~un-enroll~~ from the cooperative gaming environment ~~group~~ occurs following the presenting of the at least one rule.

70. (Cancelled)

71. (Currently Amended) The method of claim 64 ~~claim 70~~, wherein the establishing of at least one rule includes changing the at least one rule.

72. (Currently Amended) The method of claim 64, and further comprising ~~allowing the cooperative gaming group to play a cooperative game, wherein the presenting~~ another ~~of the at least one rule occurs~~ during the cooperative game.

73. (Cancelled)

74. (Currently Amended) A gaming system comprising a game controller configured to:

interact with at least one input interface of a gaming machine in order to present an invitation to allow a person to accept to join ~~enroll in~~ a cooperative gaming environment ~~group~~;

receive an acceptance to join said cooperative gaming environment on said gaming system;

establish at least one rule for a cooperative game that can be played by the cooperative gaming environment ~~group~~ after the receipt of said acceptance;

interact with at least one visual display device of the gaming machine in order to present the at least one rule for the cooperative game to allow the person to accept said at least one rule prior to commencing the cooperative game; and

interact with the at least one input interface of the gaming machine in order to present an option to allow the person to ~~un-enroll~~ withdraw from the cooperative gaming group subsequent to presenting the at least one rule to the person and prior to commencing the cooperative game.

75. (Currently Amended) The gaming system of claim 74, wherein the game controller is further configured to:

determine whether there is at least a minimum number of persons joined ~~enrolled~~ in the cooperative gaming environment ~~group~~; and

allow the cooperative game to commence if it is determined that the minimum number of persons have joined ~~are enrolled in~~ the cooperative gaming environment ~~group~~.

76. (Previously Presented) The gaming system of claim 74, wherein the game controller is configured such that establishing the at least one rule comprises:

interacting with the at least one visual display device in order to prompt the person to provide rule information; and

establishing the at least one rule based on the rule information.

77. (Currently Amended) The gaming system of claim 74, wherein the game controller is configured to interact with the at least one input interface in order to allow the person to specify how much the person wishes ~~they wish~~ to wager during play of the cooperative game.

78. (Cancelled)

79. (Currently Amended) The gaming system of claim 74, wherein the game controller is further configured to establish the at least one rule after allow the person to join ~~enroll~~.

80. (Currently Amended) The gaming system of claim 74, wherein the game controller is further configured to allow a person to withdraw ~~un-enroll~~ from the cooperative gaming environment ~~group~~ after presenting the at least one rule.

81. (Cancelled)

82. (Currently Amended) The gaming system of claim 74 ~~claim 81~~, wherein the game controller is further configured to allow changing the at least one rule.

83. (Currently Amended) The gaming system of claim 74, ~~wherein the game controller is further configured to allow the cooperative gaming group to play a cooperative game, and~~ wherein the game controller is further configured to present another ~~the at least one~~ rule during the cooperative game.